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JAN 30 2009

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FAX COVER SHEET

Date January 30, 2009
Total Number of Pages 6 (Including this page)

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From Patricia M. Chidiac
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Client/Matter Number 0112300-01633

Message

If this transmission is incomplete, please call 312-558-6294.

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Thank you.

JAN 30 2009

U.S. Patent and Trademark Office: U.S. DEPARTMENT OF COMMERCE

Approved for use through 10/31/2000. OMB 0651-0031
PTOL-413A (05-03)

Applicant Initiated Interview Request Form

Application No. 10/660,810
Examiner: Christian Rendon
Docket No: 112300-1633First Named Applicant: Peter Gerrard
Art Unit: 3714 Status of Application: PendingTentative Participants:
(1) Patricia M. ChidiacProposed Date of Interview: February 2, 2009 Proposed Time: 1 (AM/PM) Eastern Time

Type of Interview Requested:

(1) Telephonic (2) Personal (3) Video ConferenceExhibit To Be Shown or Demonstrated: YES NO
If yes, provide brief description: _____

Issues To Be Discussed

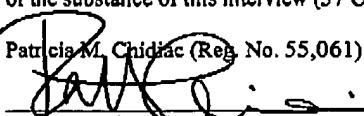
Issues (Rej., Obj., etc)	Claims/ Fig. #s	Prior Art	Discussed	Agreed	Not Agreed
(1) Rejection	Claims 1, 17, 30, 43	Claypole and Vancura	[]	[]	[]

Brief Description of Arguments to be Presented: Applicant will present arguments as to why proposed amended independent Claims 1 and 30 are each patentably distinguished over Claypole and Vancura. With respect to proposed amended independent Claim 1, Claypole and Vancura, either alone or in combination, do not render obvious a gaming device which includes a processor which operates with the at least one display device and the at least one input device, for a single play of a game, to: (a) enable a player to place a single wager on the single play of a game, said game associated with a plurality of displayed award groups, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators, each of the award groups associated with at least one of a plurality of awards; (b) cause an indicator generator to generate and associate a number of indicators with each of the award groups, (c) for each of the award groups, accumulate a quantity of indicators corresponding to the number of indicators that is associated with that award group by the indicator generator, (d) repeat (b) to (c) until all of the indicators have been accumulated in at least one of the award groups without requiring any additional wager by the player; and (e) when all of the indicators have been accumulated in at least one of the award groups: (i) provide to the player the awards associated with any award groups in which all of the indicators have been accumulated, (ii) after providing the awards associated with any award groups in which all of the indicators have been accumulated to the player, randomly determine whether to end the single play of the game, and (iii) if it is determined not to end the single play of the game: (A) reset the indicators in the award groups associated with the awards provided to the player, and (B) provide the player with at least one opportunity to win at least one additional award for accumulating all of the indicators in at least one of the award groups by repeating (b) to (e) without requiring any additional wager by the player until it is determined to end the single play of the game. For similar reasons, Claypole and Vancura do not render obvious the gaming device of proposed amended independent Claim 30. Applicants are open to discussing clarifying claim amendments, such as the attached, during the interview.

An interview was conducted on the above-identified application on _____

NOTE:

This form should be completed by applicant and submitted to the examiner in advance of the interview (see MPEP § 713.01). This application will not be delayed from issue because of applicant's failure to submit a written record of this interview. Therefore, applicant is advised to file a statement of the substance of this interview (37 CFR 1.133(b)) as soon as possible.


Patricia M. Chidiac (Reg. No. 55,061)

(Applicant/Applicant's Representative Signature)

(Examiner/SPE Signature)

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Applicants: Peter Gerrard, et al.
Appl. No.: 10/660,810
Conf. No.: 7059
Filed: September 11, 2003
Title: GAMING DEVICE HAVING A MULTIPLE ACCUMULATED SYMBOLS GAME
Art Unit: 3714
Examiner: Christian E. Rendon
Docket No.: 112300-1633

PROPOSED CLAIM AMENDMENTS FOR INTERVIEW PURPOSES

Claim 1 (currently amended): A gaming device comprising:
~~a single play of a game provided after a single wager by a player;~~
~~a plurality of award groups, each of said award groups including at least~~
~~one indicator, a plurality of said award groups including a plurality of indicators;~~
~~a plurality of awards, wherein each of the award groups is associated with~~
~~at least one of said awards;~~
~~an indicator generator; and~~
~~at least one display device;~~
~~at least one input device;~~
~~a at least one processor;~~
~~at least one memory device which stores a plurality of instructions which~~
~~when executed by the at least one processor cause the at least one processor~~
~~programmed to operate with the at least one display device and the at least one~~
~~input device, for the a single play of said a game, to:~~
(a) enable a player to place a single wager for said single play of the
game, said game associated with a plurality of displayed award groups, each of
said award groups including at least one indicator, a plurality of said award
groups including a plurality of indicators, each of the award groups associated
with at least one of a plurality of awards;
(a) (b) cause the an indicator generator to generate and associate a
number of indicators with each of the award groups,

(b)-(c) for each of the award groups, accumulate a quantity of indicators corresponding to the number of indicators that is associated with that award group by the indicator generator,

(e)-(d) repeat (a)-(b) to (b)-(c) until all of the indicators have been accumulated in at least one of the award groups without requiring any additional wager by the player; and

(d)-(e) when all of the indicators have been accumulated in at least one of the award groups:

(i) provide to the player the awards associated with any award groups in which all of the indicators have been accumulated,

(ii) after providing the awards associated with any award groups in which all of the indicators have been accumulated to the player, randomly determine whether to end the single play of the game, and

(iii) if it is determined not to end the single play of the game:

(A) reset the indicators in the award groups associated with the awards provided to the player, and

(B) [provide the player with at least one opportunity to win at least one additional award for accumulating all of the indicators in at least one of the award groups by repeat (a) repeating] (b) to (d)-(e) without requiring any additional wager by the player until it is determined to end the single play of the game.

Claim 30 (currently amended): A gaming device comprising:

at least one display device;

at least one input device; and

~~a single play of a game provided after a single wager by a player;~~

~~a plurality of award groups associated with said game, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators;~~

~~a plurality of awards, wherein each of the award groups is associated with at least one of said awards;~~

~~an indicator generator; and~~

~~a at least one processor;~~

at least one memory device which stores a plurality of instructions which when executed by the at least one processor cause the at least one processor programmed to operate with the at least one display device and the at least one input device for the a single play of said-a game to:

(a) enable a player to place a single wager on said single play of the game, said game associated with a plurality of displayed award groups, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators, each of the award groups associated with at least one of a plurality of awards,

(a)(b) cause the-an indicator generator to generate and associate a number of indicators with each of the award groups,

(b)(c) accumulate a quantity of indicators in each of the award groups corresponding to the number of indicators associated with that award group by the indicator generator,

(c)(d) repeat (a)-(b) to (b)-(c) until all of the indicators have been accumulated in at least one of the award groups without requiring any additional wager by the player, and

(d)(e) when all of the indicators have been accumulated in at least one of said award groups:

- (i) indicate the awards associated with any award groups in which all of the indicators have been accumulated,
- (ii) randomly determine whether to provide any of the indicated awards to a player,
- (iii) if it is determined not to provide the indicated awards to the player:
 - (A) reset the indicators in the award groups associated with the indicated awards, and
 - (B) cause the indicator generator to generate and associate one of said number of indicators with each of the award groups repeat (b) to (e) without requiring any additional wager by the player until it is determined to provide the indicated awards to the player, and
- (iv) if it is determined to provide the indicated awards to the player, provide any indicated awards to the player.